An idea that I know has been mildly kicked around:

The game opens with the player awakening in an unknown location and finding that he/she/it (henceforth "he" for brevity's sake) is suffering from amnesia. The game would presumably involve finding various objects that provide clues as to exactly who the player is and why he was hit over the head, presumably culminating in the player finding out that he had the knowledge to prevent some sort of dastardly event and then racing the clock to prevent it. (Perhaps it takes place in one building that our hero finally leaves, and ends with him going to a payphone to alert the appropriate people to prevent the dastardly deed.)

One neat hack that probably gets thrown in somewhere (or even several places) is something that sets off memories that turn out to be wrong. (The obvious example here is finding a wallet that isn't yours and thinking, for whatever reason, that it is actually yours and that you're an insurance salesman from Belvedere, MD.)

A pitfall will be developing the proper amount of identity for the player; he's gonna have to be able to figure who he is (the bank officer who had the vault combinations or whatever) without overlaying too much detail like a name or a gender.

Another small problem is that it's not too easy to imagine what kind of swell stuff you can put in the package when the only information one has access to is what's in front of one upon awakening; it seems that whoever left the player lying is unlikely to leave lots of fascinating stuff in the room. This is hopefully not an important consideration in INTERLOGIC game design, but it's there somewhere.

-JW

NOTE: There is a movie I've never seen called Mirage (starring Gregory Peck, if memory serves) that I think deals with a similar sort of situation. One big advantage that a movie character would have, of course, is the ability to get to lots of far-apart places without worrying about what's inbetween or what happens if he makes a wrong turn.

I think the game package could have lots of things -- a picture of the tatoo on your arm, the scrap of newspaper lying nearby, the pawn shop ticket in your pocket, etc.

All I remember about Mirage, which I saw on TV when I was around 10, was that a watermelon kept falling out a window repeatedly. The watermelon turned out to be a body.